PATENT APPLICATION FEE DETERMINATION RECORD FP03-152 US Effective October 1, 2003 **CLAIMS AS FILED - PART I** SMALL ENTITY **OTHER THAN** OR "SMALL ENTITY TYPE (Column 1) (Column 2) **TOTAL CLAIMS** FEE RATE FEE RATE 7 OR BASIC FEE BASIC FEE 385.00 770.00 NUMBER FILED NUMBER EXTRA FOR TOTAL CHARGEABLE CLAIMS minus 20= X\$ 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X86= X43 =OR MULTIPLE DEPENDENT CLAIM PRESENT +145= +290= OR * If the difference in column 1 is less than zero, enter "0" in column 2 7*0* TOTAL TOTAL OR OTHER THAN CLAIMS AS AMENDED - PART II **SMALL ENTITY** SMALL ENTITY OR (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT RATE TIONAL TIONAL RATE PREVIOUSLY **AMENDMENT AFTER** -EXTRA FEE FEE PAID FOR AMENDMENT X\$18= Minus X\$ 9= Total ** ... OR Independent Minus X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM V2 259 +290= +145= OR TOTAL ्र TOTAL OR ADDIT FEE -ADDIT. FEE (Column 3) (Column 2) (Column 1) HIGHEST CLAIMS ADDI-ADDI-70 В NUMBER REMAINING **PRESENT** TIONAL TIONAL RATE RATE **PREVIOUSLY AMENDMENT AFTER EXTRA** FEE FEE 1.14.00 AMENDMENT PAID FOR X\$18= Minus Total X\$ 9= OR Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= 4 -+145= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 3) (Column 1) (Column 2) CLAIMS HIGHEST ADDI-ADDI-NUMBER REMAINING **PRESENT** RATE TIONAL RATE TIONAL ENT **PREVIOUSLY AFTER EXTRA FEE** PAID FOR FEE **AMENDMENT** ENDMI Minus Total X\$18= ,X\$ 9= OR Minus Independent X86= X43= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +290= +145= OR * If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL OR ** If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." ADDIT. FEE ***If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Application or Docket Number